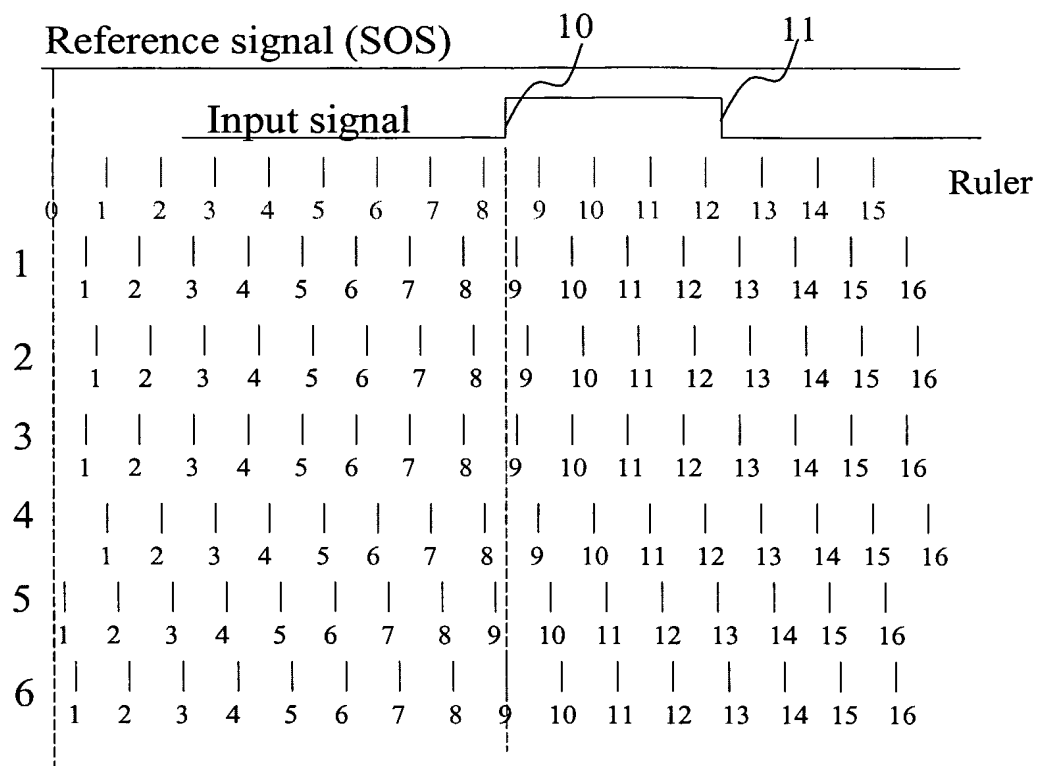
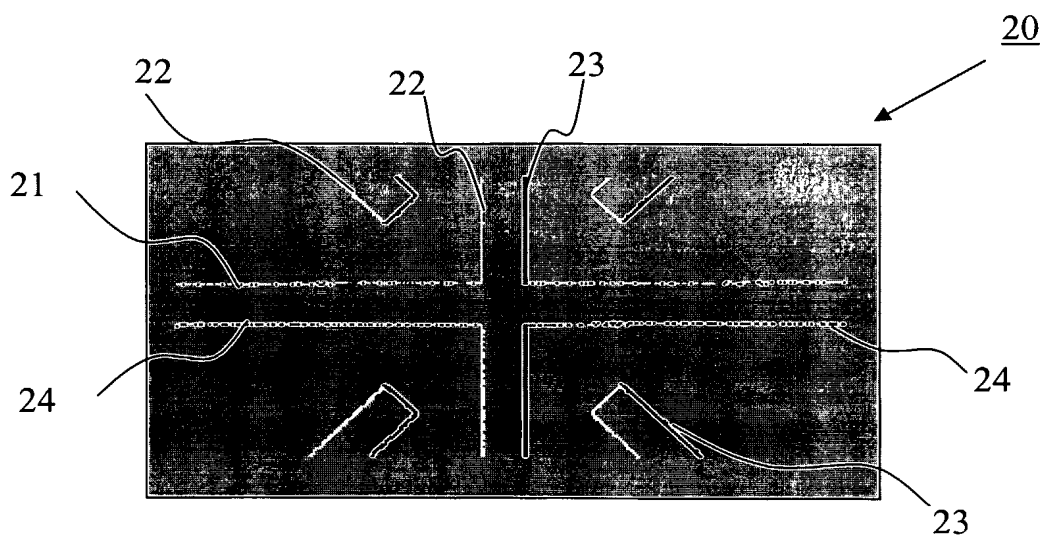


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**Fig. 1****Fig. 2**

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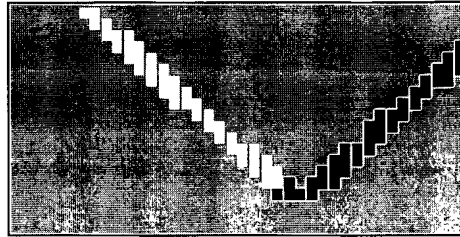


Fig. 3

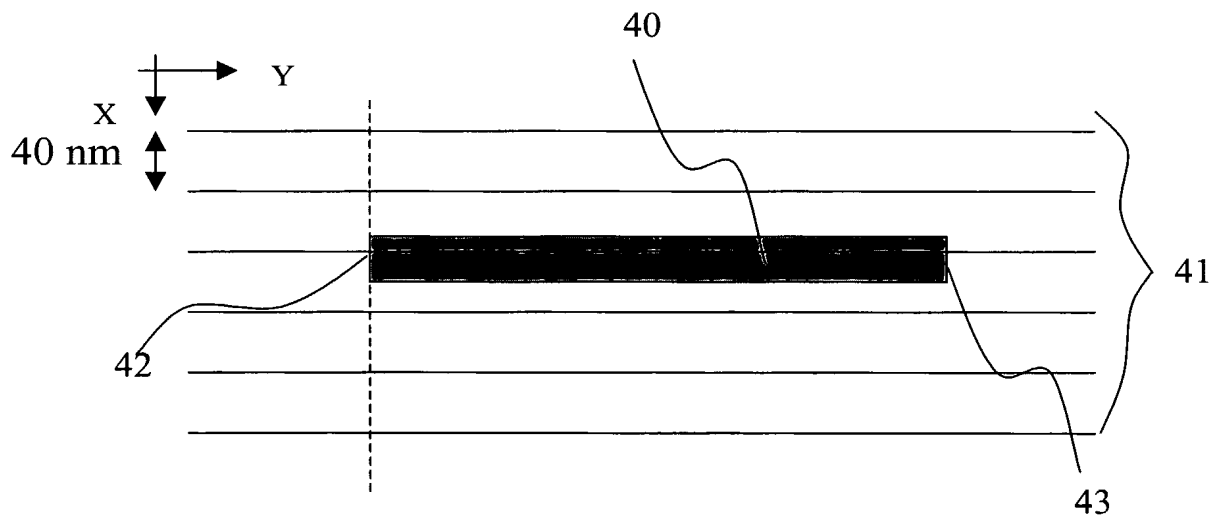
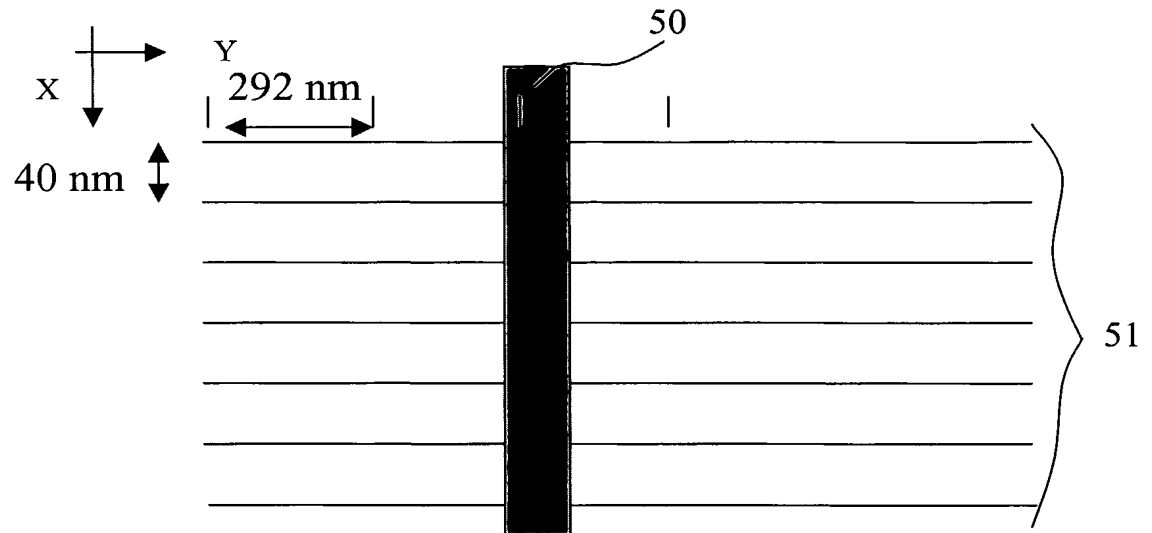
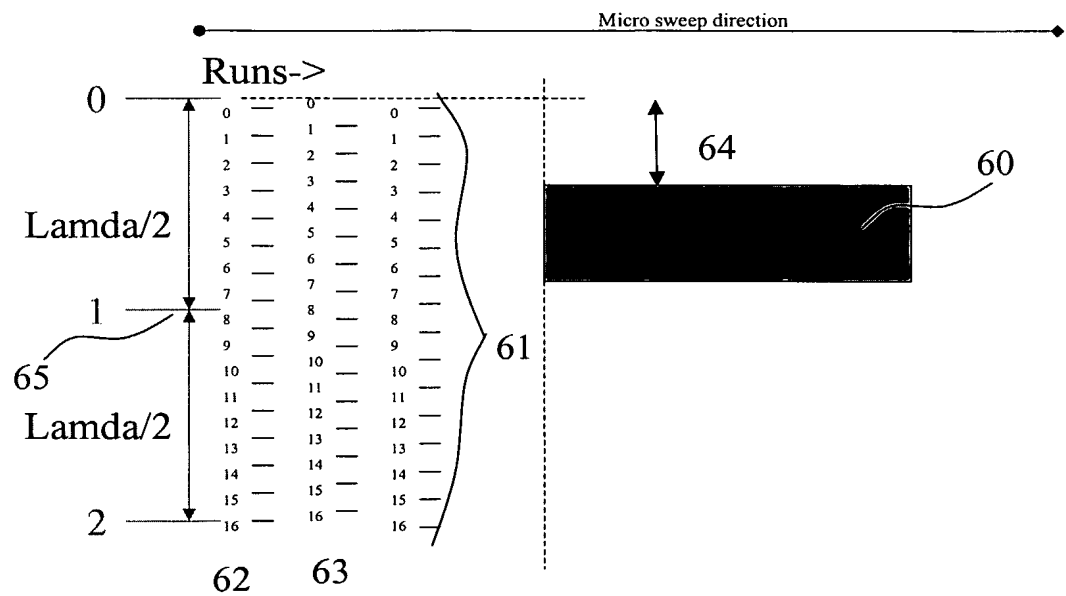


Fig. 4

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**Fig. 5****Fig. 6**

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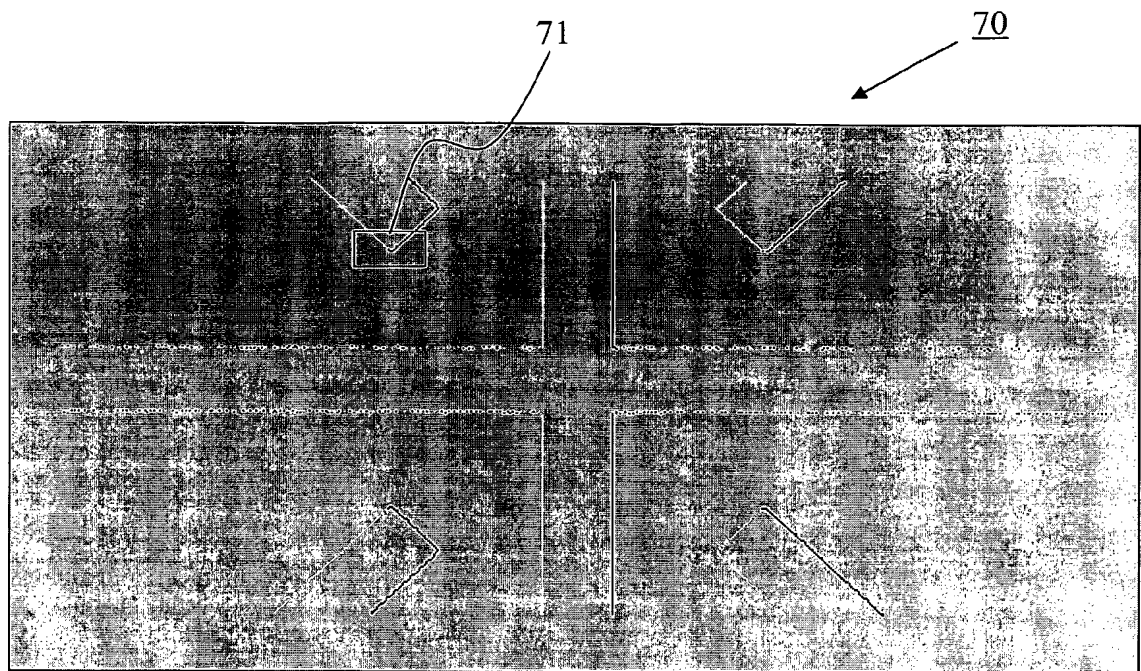


Fig. 7

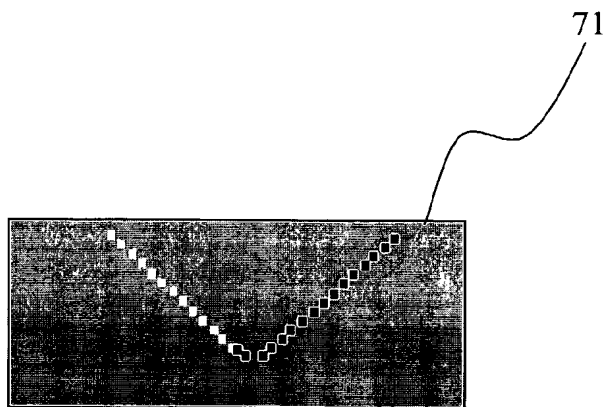


Fig. 8

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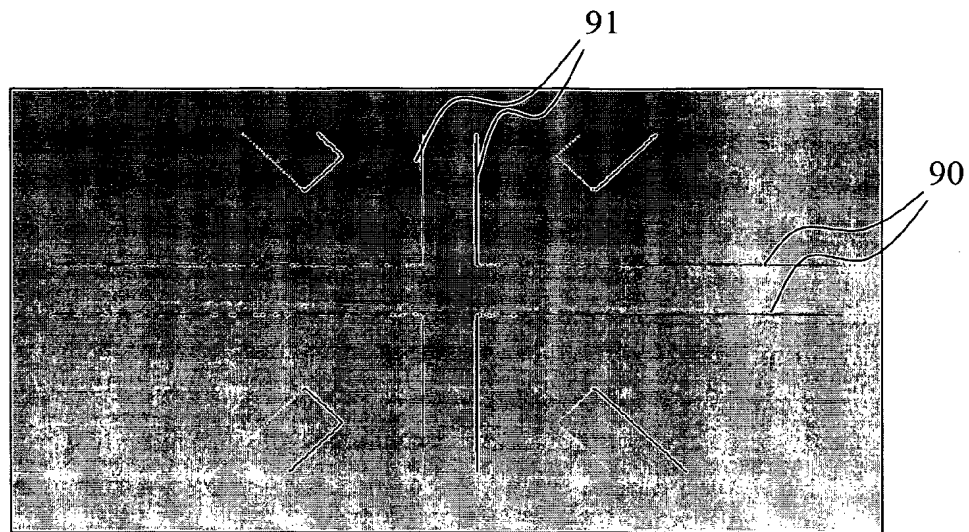


Fig. 9

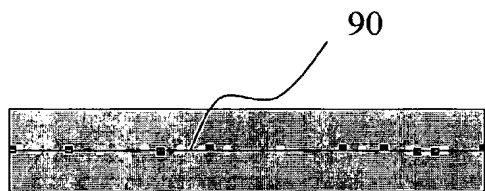


Fig. 10a

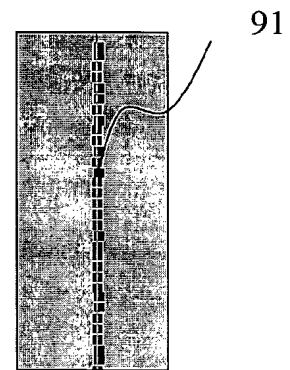


Fig. 10b

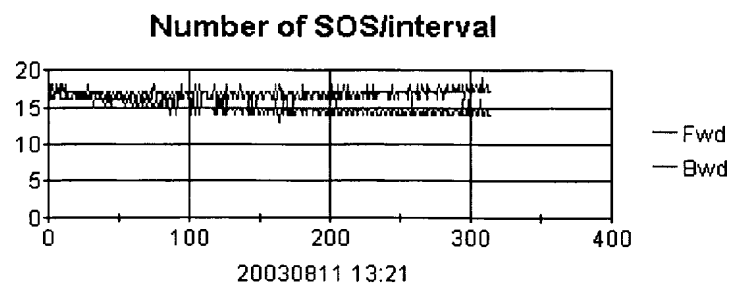
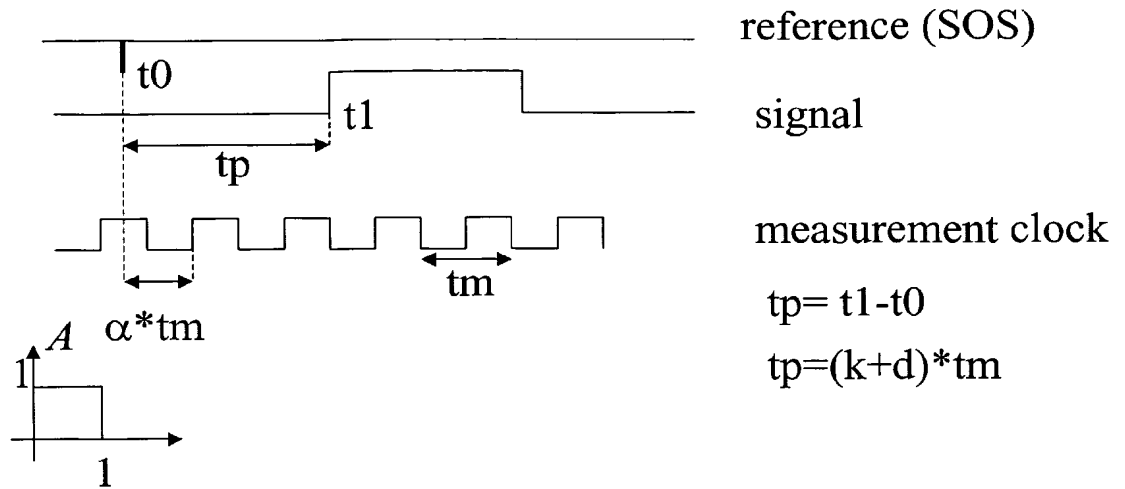
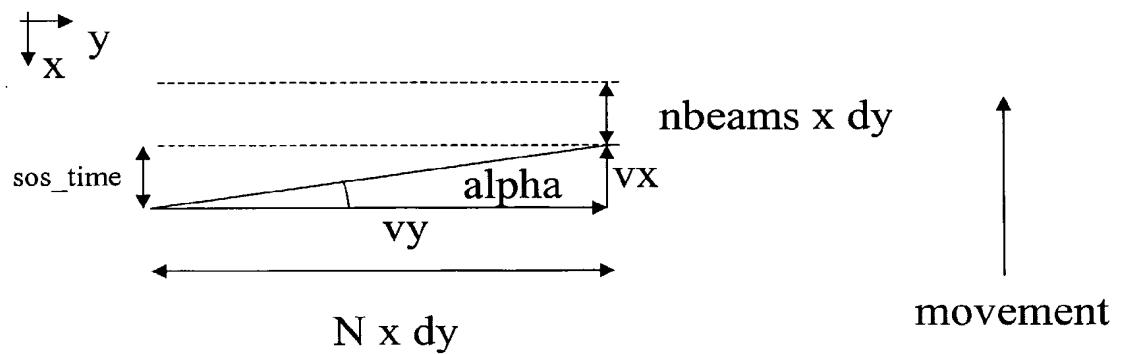


Fig. 11

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**Fig. 12**

$$v_x = nbeams * dy / sos_time \text{ [um/usec]}$$

$$v_y = dy / pixel_clock_time \text{ [um/usec]}$$

$$sos_time = N * pixel_clock_time \text{ [usec]}$$

Fig. 13